

Mar. 18, 1980

Dear Dick,

Bob Fabris sent me these programs to review and Larry Camnitz (author) sent listings. Larry wants to know the procedure from here, so perhaps you can send him a note asking him if the reviews are acceptable to him before printing in the Arcadian. I'm sorry I couldn't be more positive about the programs, but I didn't find them very interesting compared to so many other good programs I've seen. Also, the price seemed too high for what you were getting. Hope you have some more programs coming in for review. Your own Hammurabi was excellent - one of the best programs I've seen on the Bally. It's amazing how much that can be stuffed into 1.8K with really good programing. Please keep up the good work.

Bill Rieger

Bob I have not replied to this
as I do not have Larry Address.

You may not want to put these reviews in
Arcadian until I confer with him.

Return
call address

Review: Dragon/Vegas 500 by Bill Rueger

Dragon - The author of the program has placed playing instructions audibly on the cassette which makes the rules and set-up very understandable. Unfortunately, only a listing of the program was given without any information on how the program operates. As for the program itself, I found it very boring after only a few plays. The object is to press the trigger as different sums of money are put on the screen. Each time you press the trigger, more money is added to your total. However, if the "Dragon" should appear, all money for that turn is lost. The "Dragon" appears randomly and this takes any skill away from the game. Perhaps if there were some skill (or lack of it) for making the dragon appear the game would be more interesting. Also, all controllers are active at the same time which makes it easy for players to make mistakes or cheat. The screen itself is very neatly displayed and organized so that the game is easy to follow.

Vegas 500 - This program also has audible instructions on the tape, and when I heard that the program was about a car race, I became excited. However, after I saw the pace of the game, I realised it should be named "Turtle 500". The display of the game is set up very similar to a typical board game. There are up to four cars and up to nine laps. A lap is once across the screen. The cars move by "spin ing" a number wheel - pressing the trigger and then watching a dial come to rest on a random number. Once again, as in Dragon, you can press the trigger to accumulate points, but if the dial stops at 0, you lose all points for that turn. The cars then move that many spaces across the screen.

(over)

Unfortunately, all of this is very time consuming, taking about 20 minutes to complete just one lap. Also, there is no room for skill, just guesswork as to when the pointer will hit 0. As in Dragon, all controllers operate at once, making it easy to make mistakes. Only a listing was given with the program. Once again, if there were a skill factor it would greatly improve the game.

Price for both programs - \$7.95 Listings - \$4.50 for both